

Class & Level

Character Name

Age

Height

Weight

Race

Hair

Eyes

Skin

Background

Alignment

Experience Points

Player Name

Proficiency Bonus

AC

Initiative

Speed

Inspiration 

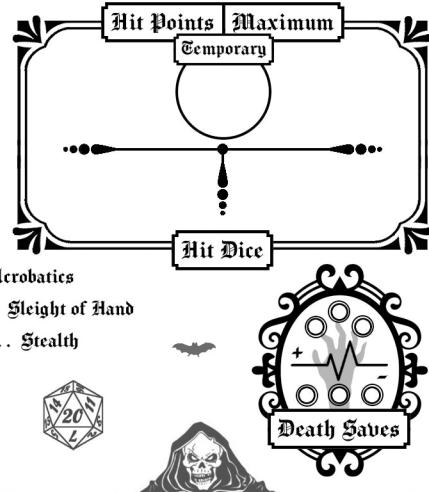
Passive Perception



Conditions & Resistances

- Deception ...
- Intimidation ...
- Performance ...
- Persuasion ...
- Insight ...
- Medicine ...
- Perception ...
- Survival ...
- Animal Handling ...

- Wisdom
- Charisma
- Strength
- Dexterity
- Intelligence
- Constitution

Saving
Throws

Attacks & Spellcasting

Name

To Hit

Damage

Type

- ... Arcana
- ... History
- ... Investigation
- ... Nature
- ... Religion

Ammo

Other Proficiencies & Languages



Ideals

Bonds

Flaws

Proficiencies	
Armor	Weapons
<input type="radio"/> Light	<input type="radio"/> Simple
<input type="radio"/> Medium	<input type="radio"/> Martial
<input type="radio"/> Heavy	<input type="radio"/> Shields

Current

Bonus Resources

Maximum

Equipment

#

Features & Traits

<input type="checkbox"/>	<input type="checkbox"/>

Weight

